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Allen et al.

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(54) **GAME ADJUSTMENTS THROUGH CROWDSOURCING**

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(57) **ABSTRACT**

In a method for selecting a game element of a game and adjusting the game element during execution of the game, a processor retrieves a plurality of received game element feedback data from a plurality of users of a game, wherein the plurality of received game element feedback data was selected from a list of possible game elements. A processor selects the game element to be adjusted, based upon the plurality of received game element feedback data. A processor causes the game element to be adjusted during execution of the game.

20 Claims, 4 Drawing Sheets

